FATAL FRAME™

BASED ON A TRUE STORY.

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

Nine days have passed since Mafuyu, brother of Miku Hinasaki, had disappeared.

It all began about a month ago.

The media reported that famous novelist Junsei Takamine disappeared while gathering research for an upcoming novel. Mafuyu, an aspiring journalist, suspected that something was wrong. Why would his mentor simply vanish into thin air? Mafuyu decided to conduct a private search for his friend, with the investigation eventually leading to the grounds of a secluded mansion. The Himuro mansion stands silent and imposing deep within the forest. It's said that years ago the mansion belonged to a powerful landowner who had absolute control over the area. But now it's a shadow of its former self, dilapidated and desolate...

As Mafuyu searched the mansion, he found scraps of paper left by Junsei and his staff throughout the mansion. The writings recounted a number of ominous events that happened in the mansion's dark past. Eager to find additional clues within the mansion, Mafuyu rushed in and suddenly realized that he wasn't alone...

Miku came to the Himuro mansion in search of her missing brother. But she had no idea what she was getting into...

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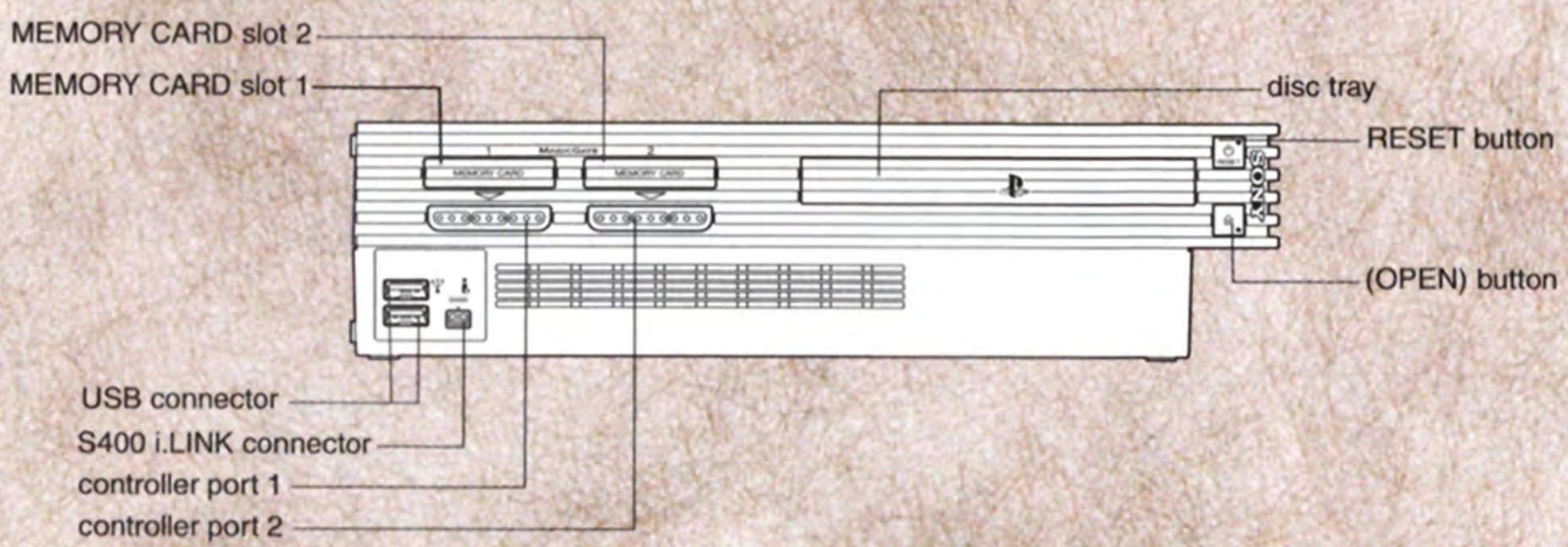
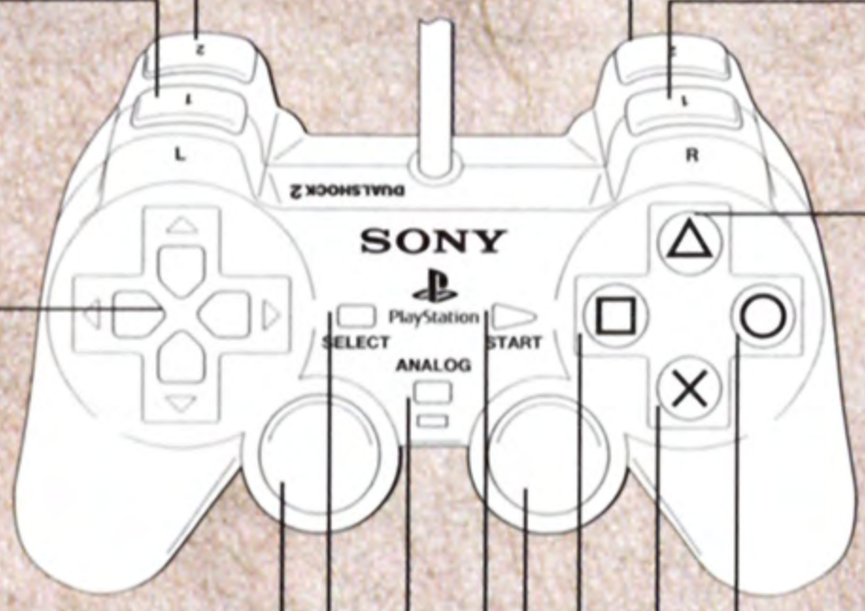
Getting Started



Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the Fatal Frame disc on the disc tray with the label side facing up. Press the open button again the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

DUALSHOCK® 2 ANALOG CONTROLLER CONFIGURATIONS



L2 button
L1 button
directional buttons
left analog stick
(L3 button when pushed down)
SELECT button
ANALOG mode button
START button
right analog stick
(R3 button when pushed down)
R2 button
R1 button
△ button
○ button
× button
□ button

Controls

This section describes the controller configurations. There are 8 types (type A~H) of control configurations in "Options" to choose from. Below is a description based on Type A configurations.

Normal Operation

DUALSHOCK®2 analog controller

△ button
Open menu/Cancel menu

□ button
Run

START button
Pause (open Pause menu)

directional button
Move character/Select menu option, etc. (menu)

ANALOG mode switch
On (Red LED light)

left analog stick
Move character/Select menu option, etc. (menu)

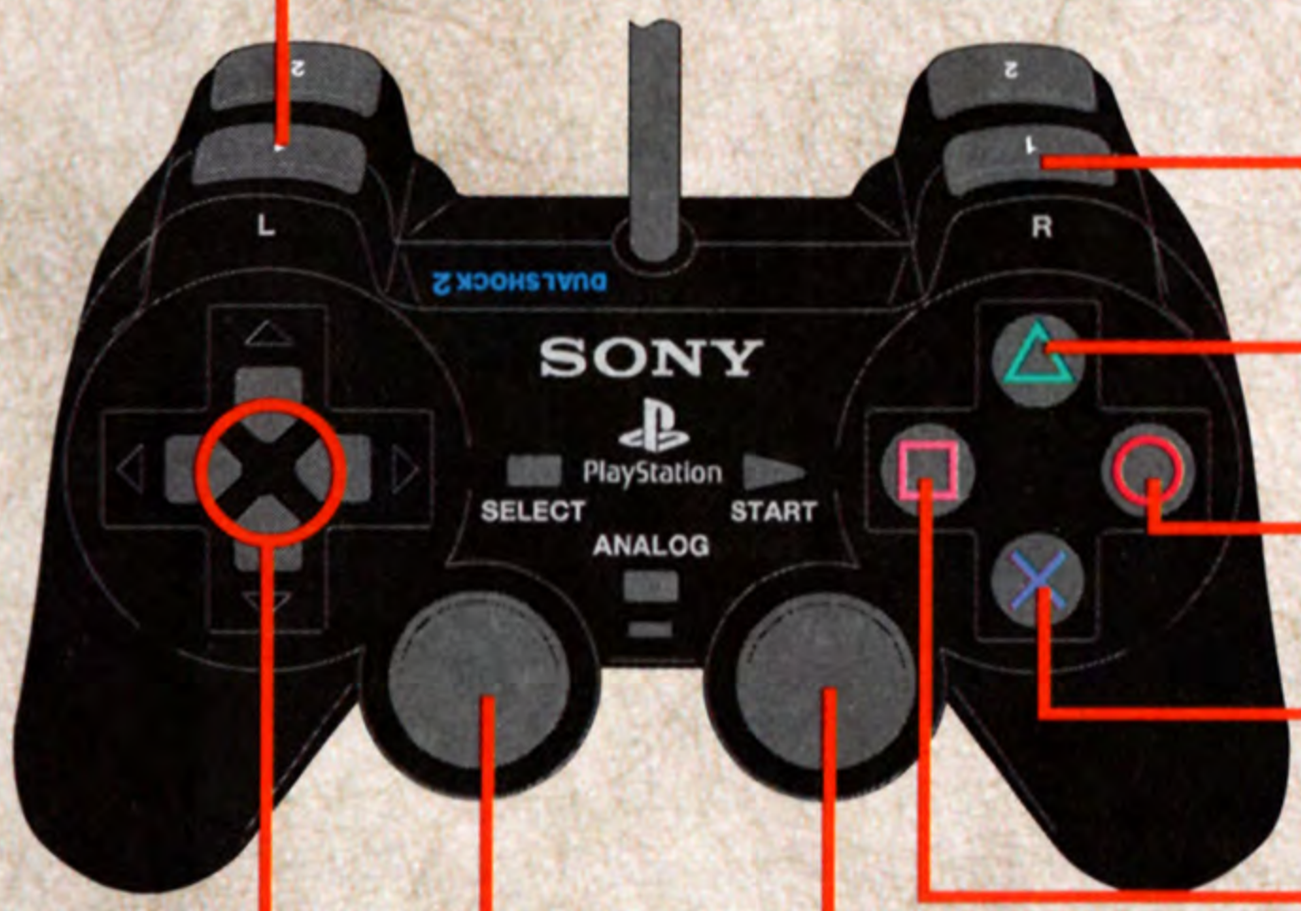
right analog stick
Change flashlight direction

✕ button
Search/Confirm (menu)

○ button
Finder view

Finder Mode Operation

DUALSHOCK®2 analog controller



L1 button
Use bonus function

R1 button
Take photograph

△ button
Turn Around

○ button
Return to Play screen

× button
Take photograph

□ button
Increase Finder speed
(Move Finder while pressing)

right analog stick
Move player

left analog stick
Move Finder

directional button
Move Finder

How to Start the game

Title Screen

Pressing START at the title screen will display the menu. Select an option using the left analog stick(or directional buttons) and press the X Button to confirm.

NEW GAME

Select to start the game from the beginning. Choose this when playing the game for the first time. (Page 6 [Starting a New Game])

LOAD GAME

Select to continue the game from the point you last saved. (Page 19 [Loading Game Data])

ALBUM

Select to view saved photographs and edit the album. (Page 21 [The Album Screen])

PlayStation2 memory card (8MB) is required in order to save game data. 1800 KB or more free space is required to save the game data.
To save photograph (album) data, 1410 KB or more free space is required. separate from the game data.

Starting a New Game

The Start menu will be displayed when [NEW GAME] is selected from the title screen. Pre-game settings can be made here before starting the game.

GAME START

Select to start the game. When selected, the opening sequence will begin. (Page 7 [How to Start the Game])

OPTIONS

Select to change settings for the controller, screen, music, etc., prior to starting the game. (You can also make changes anytime during the game) (Page 17 [Option Screen])

How to Start the Game

Select "Game Start" in the Start menu and the opening sequence will begin.

OBJECT OF THE GAME

(Page 1 [Story]) In order to find her missing brother, Miku must find clues to help solve the mystery of her brother's disappearance.

ABOUT BATTLES

There are many evil spirits and ghosts awaiting you within the mansion. Your goal is to find Miku's missing brother Mafuyu. It will be necessary to battle with spirits and ghosts from time to time.
Spirits can be attacked and damaged by taking photographs of them, using the camera and its special powers. (Page 10 [How to Play: Basic Gameplay])

GAME OVER

The game ends when Miku's physical strength reaches 0 due to spirits' attacks and other injuries she receives while exploring the mansion.
If the game is saved during exploration of the mansion, you can resume from the last saved location by returning to the title screen and selecting Load Game.
Photographs taken during the game will be lost if the game is not saved. (Page 18 [Save/Load])

Screen Descriptions during Game Play

Field Screen

Here's what will be shown onscreen when exploring the mansion.

Shows Miku's remaining physical strength. **Physical Strength Bar**

Filament

Responds to spirits and clues. The closer Miku is to a clue, the stronger the filament will respond. The color of the filament will turn blue when a clue is nearby, and orange when a spirit is nearby.

Finder View Screen

Here's what will be shown onscreen when exploring the mansion.

Lock Circle

It is usually located in the center of the screen, but when a photograph of a spirit or a hint can be taken, this circle will respond and move to the center of the target.

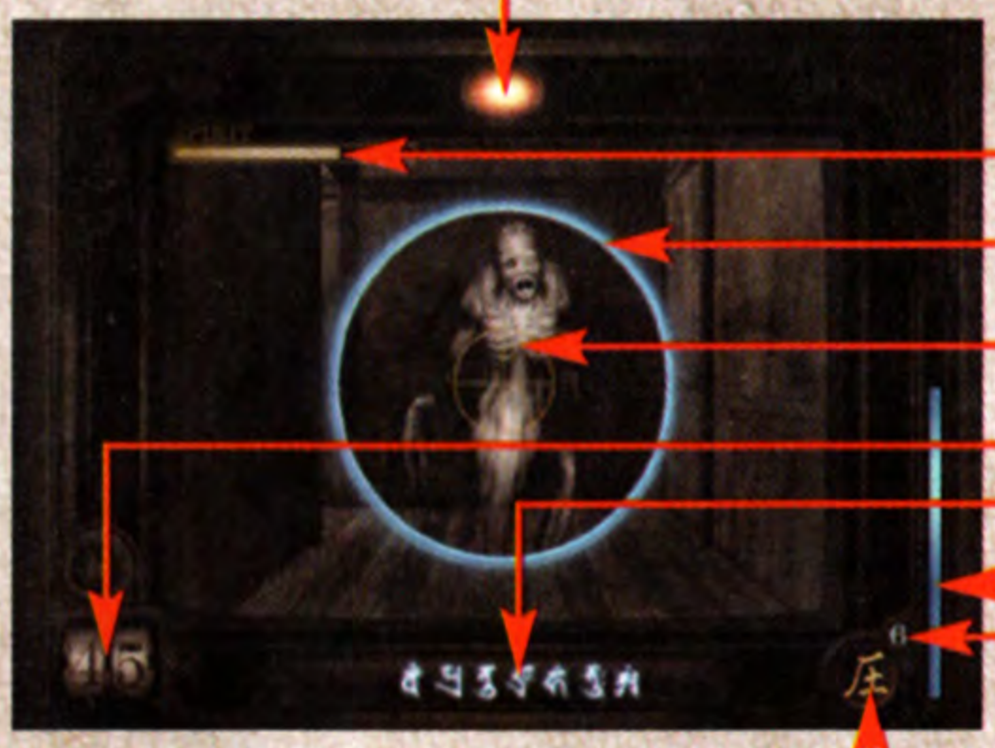
Capture Circle

When taking a photograph, the spirit or clue must be inside this circle or the photograph will not expose it correctly. The Capture Circle will turn blue when the camera focuses on a spirit or hint.
Also, the spirit charge will increase if a spirit is caught within the circle.

Shows the remaining life of spirits and ghosts. **Spirit HP Meter**

Filament

Responds to spirits and clues. The closer Miku is to a clue, the stronger the filament will respond. The color of the filament will turn blue when a clue is nearby, and orange when a spirit is nearby.



Shows the bonus functions that can be used. **Bonus Functions**

Shows the number of Spirit Stones in your inventory. **Spirit Stone**

Shows Miku's remaining physical strength **Physical Strength Meter**

Shows the charge level of Spirit Power. **Spirit Power Charge Level**

Remaining Film

Shows the number of remaining exposures in the current roll of film.

How to Play: Basic Gameplay

Battle Against Spirits

ENCOUNTERS WITH SPIRITS

The controller will vibrate and you will hear a distinct sound when a spirit is nearby.
The filament will also turn orange and grow larger, depending if Miku is facing the spirit directly. Use these hints to determine the location of spirits.

CHARGING YOUR SPIRIT POWER

When a spirit is within the Capture circle, your spirit power will be charged. When there is no spirit within the Capture circle, the spirit power will gradually be depleted.

TAKING PHOTOGRAPHS OF SPIRITS

A photograph of a spirit can be taken when focusing on a spirit and the Capture circle turns blue. When the shutter button is pressed, the spirit will receive damage corresponding to the amount of spirit power charged.

Bonus Functions

There are Bonus functions locked away in the camera which can help you when fighting spirits. When the seal is broken, Spirit Stones can be used to take advantage of these features. Bonus functions can be used by pressing the L1 button in Finder mode. Whenever a bonus function is used, one Spirit Stone will be depleted.

(Special Bonus Functions can only be used under certain conditions)

Camera Upgrades

You can upgrade your camera by unlocking the seal of the camera. This is done by using Spirit Points, which accumulate every time you photograph a spirit.

Upgrade Basic Performance

CAPTURE CIRCLE RANGE

This increases the size of the Capture circle.

INCREASE MAX VALUE

This will increase the maximum value of Spirit Power that can be charged.

INCREASE SPIRIT CHARGE SPEED

This increases the speed at which Spirit Power is charged.

Unlocking of Bonus Functions

This allows you to use the functions sealed within the camera.

Examples

Bonus Function "Pressure": This pushes the spirit back.

Bonus Function "Slow": This slows down the movement of a spirit.

There are many other sealed functions.

Menu Screen

Main Menu

The main menu can be displayed by pressing the △ button during the game. Use the left analog stick (or directional buttons) to choose different options, and press the ✕ button to select one. Press the △ button to return to the Game screen.

BASIC OPERATION OF MENU SCREEN

left analog stick (or directional buttons):	Choose options
✕ button:	Confirm
△ button:	Cancel/Return to previous screen

Map Screen

A map depicting the rooms you have explored can be viewed by choosing "Map" in the main Menu. (Unexplored rooms will not be displayed.)

MAP SCREEN OPERATIONS

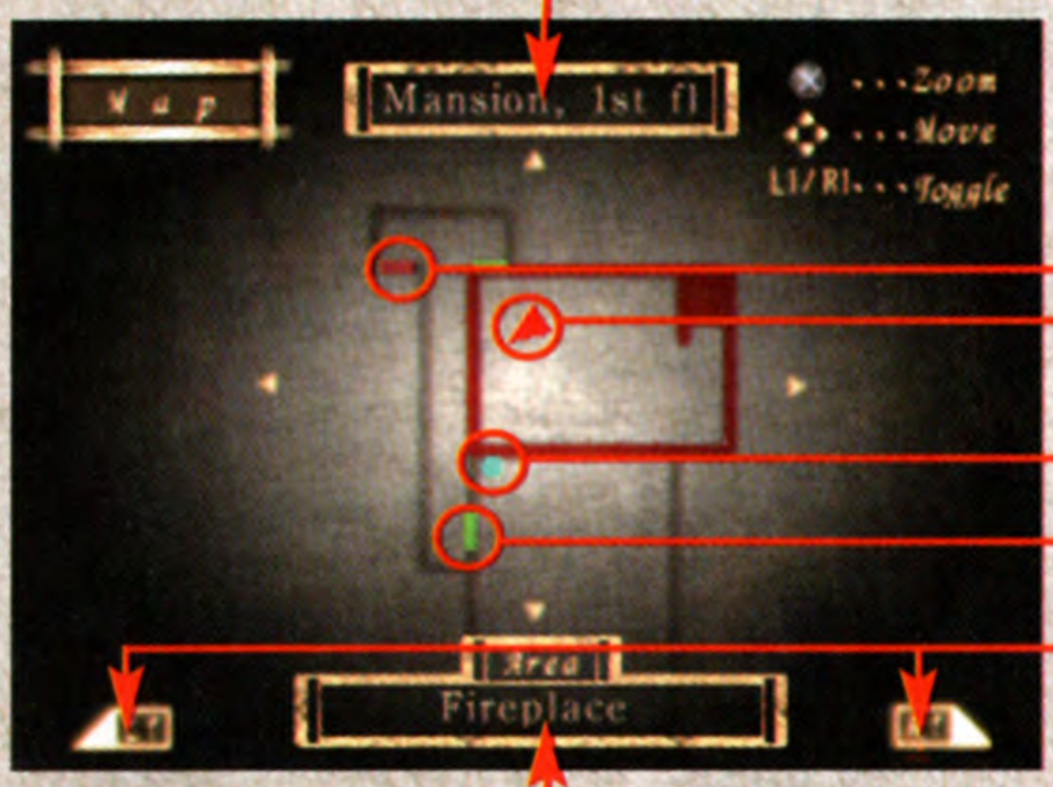
left analog stick (or directional buttons):	Move map (scroll)
✕ button:	Zoom in/zoom out
△ button:	Return to main menu
L1/R1 Buttons:	Change floors to be displayed

HOW TO VIEW THE MAP SCREEN

Miku's current location and direction.

Doors that are locked by a key turn green when you obtain the key.

Location represented on the whole map, such as the current floor, etc.



Name of the room highlighted by the cursor (the room at the center of the map).

Press when displayed to show other floor maps.

Doors that can be opened.

Represents save points.

Item Screen

Displays a list of items Miku currently carries. You can use an item by selecting it and pressing the ○ button.
(There are items that are not available in this screen)

Photograph Screen

You can view photographs taken during the game. Details of a selected photograph will be displayed at the bottom of the screen.

HOW TO VIEW PHOTOGRAPH DATA

• Obj. •

The name of the spirit, items, etc. in the photograph.

• Date •

The date when the photograph was taken.

> The date is based on PlayStation 2's internal clock. For details on setting the internal clock, refer to the "PlayStation 2" manual.

• Area •

The location where the photograph was taken.

ENLARGE A PHOTOGRAPH

You can enlarge a photograph by selecting it with the left analog stick (or directional buttons) and pressing the ⊗ button. (You can switch to different photographs even while the photograph is enlarged)

SAVING AND DELETING PHOTOGRAPHS

Protected photographs will not be deleted, even if the maximum number of photographs is exceeded. (Up to 23 photographs can be protected.)
A sub-menu will be displayed when the ⊗ button is pressed while a photograph is enlarged (or when the □ button is pressed when browsing the list).

• Protect •

Select to protect a photograph. A frame will appear around the photograph.

> Pressing the ○ button during the Photograph Screen or when the photograph is enlarged also allows you to protect/unprotect photographs.

• Delete •

Select to delete a photograph.

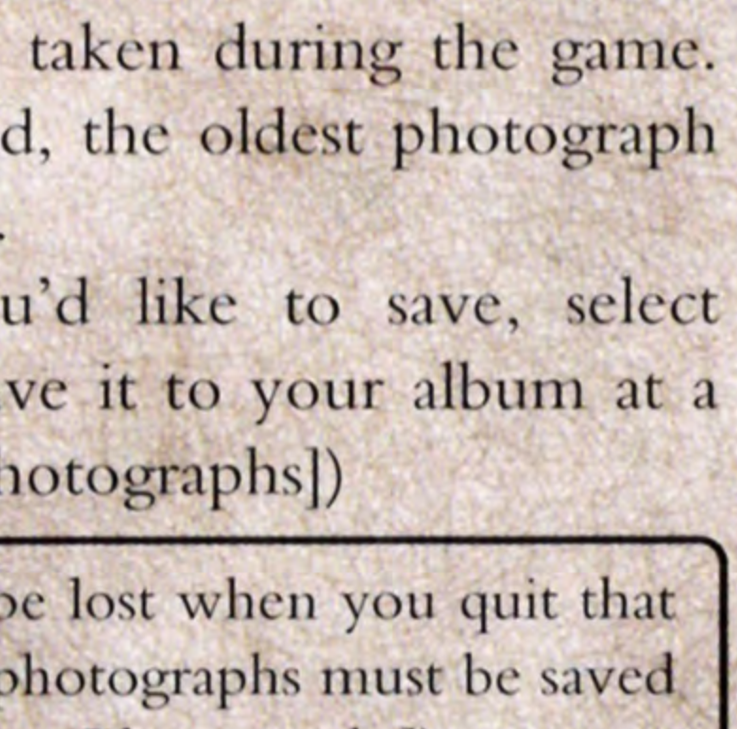
ABOUT THE MAXIMUM # OF PHOTOGRAPHS

Up to 24 photographs can be taken during the game. When that number is exceeded, the oldest photograph will be discarded automatically.
If you have photographs you'd like to save, select [Protect] from the menu or save it to your album at a save point. (Page 20 [Saving Photographs])

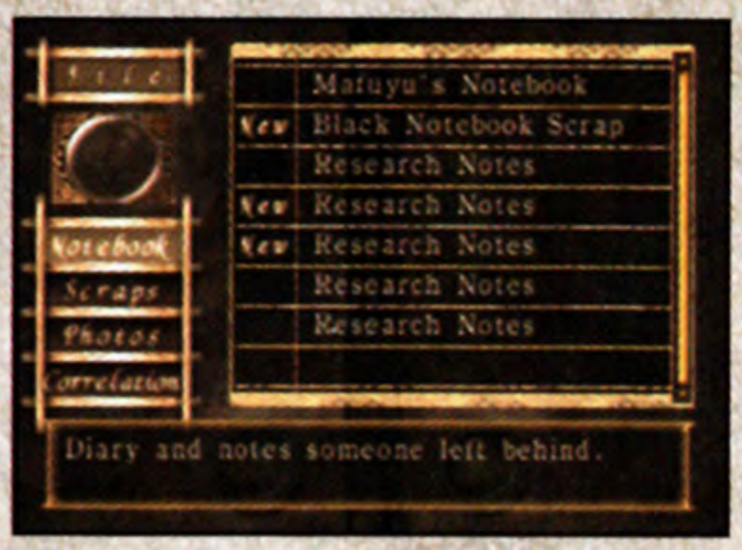
> Photographs on this screen will be lost when you quit that game. To save photographs, the photographs must be saved in the Album file. (Page 20 [Saving Photographs])

Camera Screen

Miku's camera has hidden features. The camera can be upgraded using the points accumulated when taking photographs of spirits during the game.
(Page 11 [Camera Upgrades])



File Screen



Allows you to view notebooks and other documents found in the mansion.

NOTEBOOK

Allows you to view the diaries and notebooks you find in the mansion. The description of the document will be displayed at the bottom of the screen when you select it. Pressing the ⊗ button will display it in its entirety.

SCRAPS

Displays scrap notes found in the mansion, such as old newspapers, faded scrolls and ancient manuscripts.

PHOTOS

Allows you to view photographs taken or found in the mansion during the investigation.

CORRELATION

The correlation of the people involved is filled in as the game progresses.
Using the Correlation

⊗ button = Details of the person
L1/R1 buttons = Select group

Options Screen

Changes the game settings, such as the controller, screen, music, etc. (Changes can be made during the game anytime.) The changed settings will be saved when the game is saved, and those settings will be preserved in later games.

CONTROL FORMAT

There are 8 types (types A~H) of control formats to choose from. Below are examples of type A and type B. Check inside the Options menu for other type settings.

• Type A: Standard Type •

Miku will move in the direction the left analog stick (or directional buttons) is pressed.

• Type B •

Miku's direction will change depending on the left and right presses of the left analog stick (or directional buttons) and pressing up will move Miku forward.

VIBRATION FUNCTIONS (default setting: ON)

Turns the vibration function on or off.

SOUND OUTPUT (default setting: Stereo)

Select stereo or mono sound output.

VOLUME

Adjusts the sound volume.

BRIGHTNESS

Adjusts the brightness of the screen. Adjust the brightness to find the most effective setting for your TV screen.

Save/Load

Saving Game Data

Pressing the ⊗ button at save points in the mansion will save the game data.

You can save the progress of your game by selecting Save (the memory card icon) in the Save Point menu.

Save will not be allowed when the lamp at save points is lit red. The lamp will turn blue when nearby spirits are defeated, allowing the game to be saved.

Precaution

Photographs taken during gameplay will not be saved when saving the game data. To save photographs, the photographs must be saved in the Album file.

HOW TO SAVE

First, select the memory card slot to be used. You can save up to three locations on a single "PlayStation 2" memory card (8MB).

Use the left analog stick (or directional buttons) to select the slot and file to be used, then press the ⊗ button to save. Pressing the △ button will cancel the save and return to the Save Point menu.

Loading Game Data

Selecting "LOAD GAME" from the title screen will allow you to continue the game from the last save location.

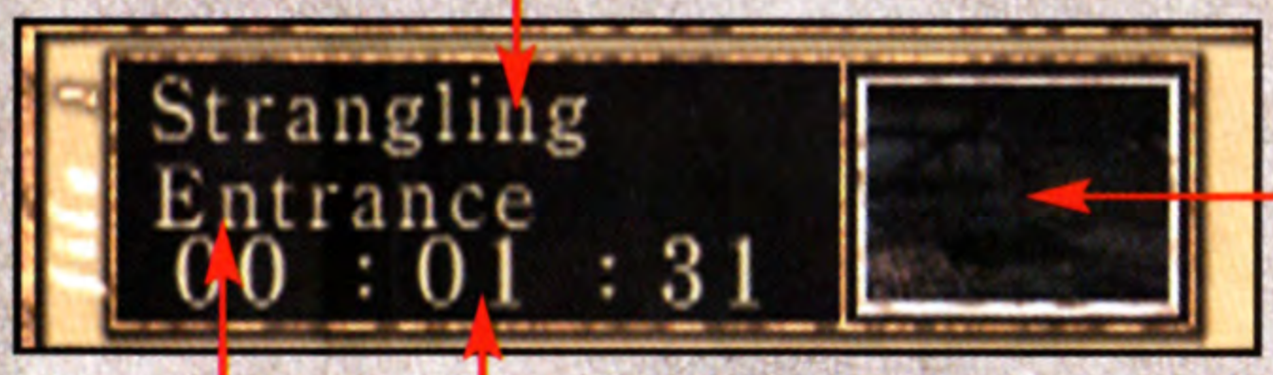
HOW TO LOAD

Select the memory card slot to use and then select the game data to load.

• How to view the saved data •

Photographs at the saved location

Saved chapter



Saved location

Saved date

Saving Photographs

To save photographs taken during the game onto a "PlayStation 2" memory card (8MB), an album file must be created and registered separately from the game data.
Selecting Album (the "book" icon) in the Save Point menu will allow you to register your photographs into an album and save it.

HOW TO SAVE PHOTOGRAPHS

Select the memory card slot to use and then select an album file to use.

LOADING ALBUMS

To register photographs in an album, you must load an existing album or create new album data. (Page 21 [Album Screen])
Pressing the △ button will cancel saving and return to the Save Point menu.

REGISTERING PHOTOGRAPHS

When the album data is loaded, the Album screen will be displayed. Select a photograph from the game data and register it with the album. (Page 21 [Album Screen])

SAVING THE ALBUM

Once the photographs have been registered, open the menu and save the album. Now the photograph is saved in the album and is able to be viewed anytime from the "ALBUM" menu in the title screen.
To save photographs (albums), 1410 KB or more of free space is required separately from the game data.

Album Screen

This screen is used to view and organize photographs stored in albums. You can also copy photographs between two album data. (You can only register albums at save points.)

LOADING ALBUMS

First, load the Album Data from a "PlayStation2" memory card (8MB). (Page 18 [Save/Load])

LOAD A SECOND ALBUM

To move photographs between two albums, select "Load" from the "Load an album to edit?" prompt after the first file is loaded. Repeat this procedure to load another file.

CREATING NEW ALBUMS

If you don't load another album, select "Create". A new album will be created.

EDITING ALBUMS AT SAVE POINTS

When "Album" is selected at a save point, the "Game Data" will always be saved in one of the two albums. In the Load screen, select the album to be loaded into the other album.

• Album Mode Operation •

left analog stick (or directional buttons)	Select photograph/ Turn pages using the rightmost (leftmost) photograph
✕ button	Zoom in/zoom out
□ button	Display menu
○ button	Move the photograph (register with buffer)
L1/R1 buttons	Switch the album being edited

VIEWING ALBUMS

You can view photographs registered in albums using Album mode.
Pressing the ⊗ button when a photograph is selected will enlarge the photograph.
Pressing the □ button while in List view will display the following menus.

• Enlarge •

Enlarges the photograph. (same as using the ⊗ button)
Press ⊗ button to return to the list.

• Move •

Registers the photograph into the buffer.
(Page 25, [Moving Photographs (Copy)])

• Delete •

Deletes the photograph from the album.

• Load •

Returns to the Load Screen and loads the album.
(The album will be loaded into the current album.
Always save prior to this operation if editing is underway.)

• Save •

Saves the displayed album.

> Load and Save are not allowed in "Game Data." When saving a photograph, be sure to move the photograph to a different album, and then save.

• EXIT •

Cancels the editing and returns to the title screen (game screen).

MOVING PHOTOGRAPHS (Copy)

When editing an album during the game (save point), photographs cannot be moved from "Album" to "Game Data."

• How to Copy •

1. Selecting a photograph

Select a photograph to copy, and open the menu by pressing the ■ button.

2. Album 1 Buffer Registration

Select "Move" from the menu. When this is selected, the photograph will be registered to the buffer at the bottom of the screen. (You can use the ○ button as a shortcut up to this step.)
(Up to eight photographs can be registered to the buffer by repeating this process.)

3. Switching Albums

Press either the L1 button or R1 button to switch the album.

4. Selecting the photographs with the buffer

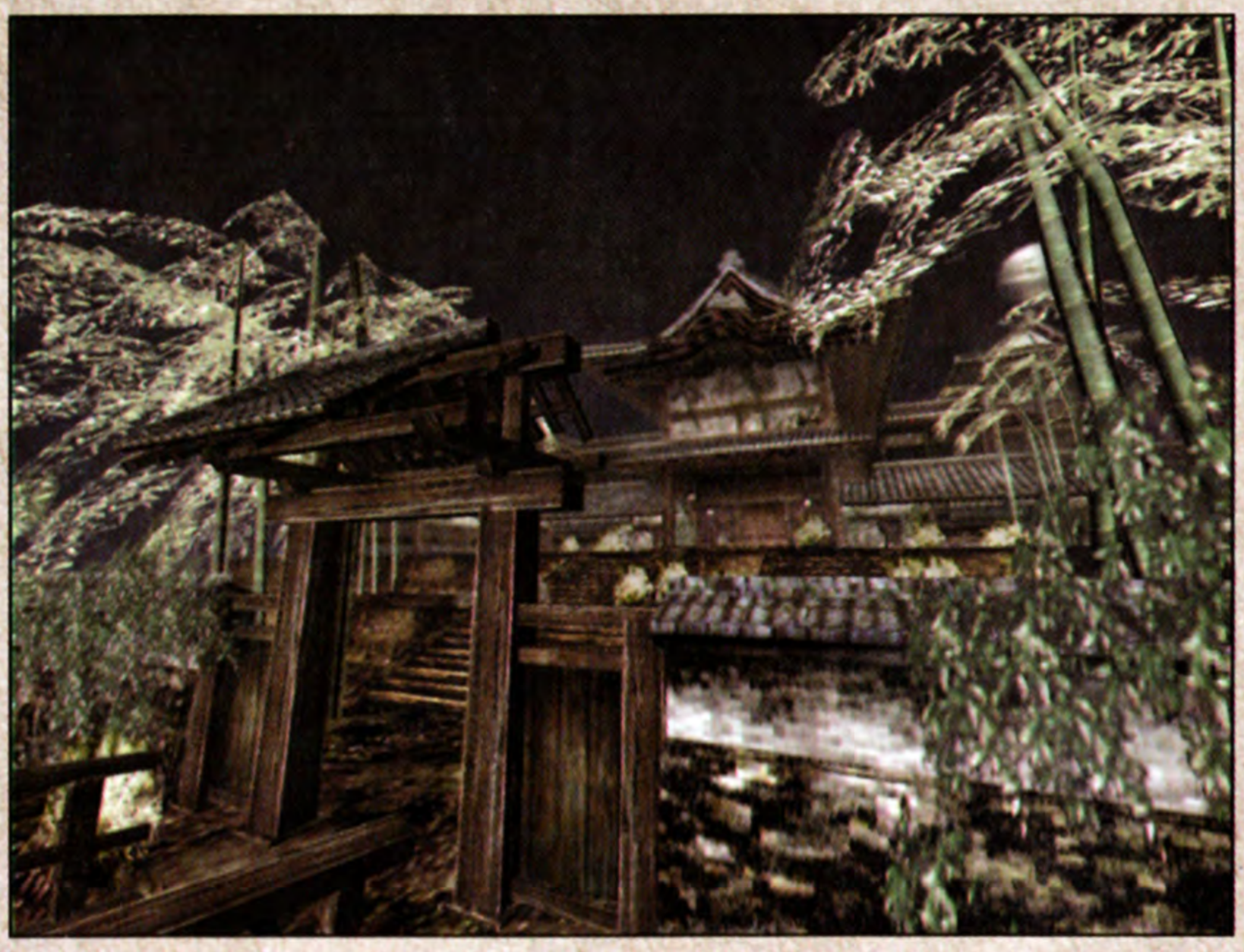
Select a photograph you wish to move from the inside of the buffer. Selecting "Move" from the menu will display a red cursor in album 2.
Buffer - Register to Album 2
Select the location where you'd like to register the photograph using the red cursor. Press the ✕ button (or ○ button) to register the photograph.

5. Save

Always save the data after the registering process is complete. If the data is not saved, the copied photographs will not be registered. (The system will return to the status prior to loading.)
You cannot copy photographs into game data (photographs during the game).

Environment

Himuro Mansion



A huge mansion stands beneath a mountain at the edge of a small, nameless village. It is said that long ago the mansion belonged to a powerful landowner who had absolute control over the entire area.
The locals still talk about the Himuro family, referring to the many rumors and myths surrounding them. However, none of the townsfolk are willing to approach the mansion, which has now fallen into a state of disrepair.

Profiles

Miku Hinasaki

Miku is the main character of Fatal Frame.
Her family has a history of people gifted with a special "sixth sense." Like the rest of her family, Miku can "see things" that ordinary people cannot.
Because of her special ability, Miku has had a difficult time maintaining friendships.
Most people she encounters find her a little strange. Mafuyu, her brother, is the only one who accepts her for who she is; after all, he understands what she's going through.

Mafuyu Hinasaki

Mafuyu is Miku's brother. After the mysterious death of their parents, he is the only family Miku has left. Mafuyu visits the Himuro mansion in search of Takamine, a famous novelist and his mentor, who has disappeared. Mafuyu also has a sixth sense and, just like his mother, can seal a spirit's soul in a photograph with the special antique camera.

Miyuki Hinasaki

Miyuki is the mother of Miku and Mafuyu. Having her own keen spiritual sense, Miyuki, like her daughter Miku, spent her childhood as a social outcast. She was always very worried about the supernatural powers she may have passed down to her children.

Before her mysterious death, a sickly Miyuki left her beloved antique camera to her children.

Junsei Takamine

Takamine is a famous novelist and Mafuyu's mentor. Takamine not only gave him advice about his job, but also was a good friend.
Formerly a best-selling novelist, Takamine has fallen on hard times professionally. Hoping to pen a new bestseller, he researches an ancient ritual performed by the Himuro family. Deciding that a more personal investigation is required, he journeys to the Himuro mansion, accompanied by his editor and assistant. Ever since then, no one has heard from them...

Koji Ogata

Koji is Takamine's editor. He accompanied Takamine on his trip, hoping to gather materials for his own horror magazine. He has also gone missing. The last anybody heard from the three -- Takamine, Koji and Tomoe -- was a report made by Koji to the editorial office.

Tomoe Hirasaka

Tomoe is Takamine's assistant.
She too has disappeared while visiting the Himuro mansion with Takamine and Koji. Much like Miku, Tomoe also has a sixth sense. Prior to their departure, she had an ominous premonition regarding the mansion, and now she too is missing.

Item Descriptions

Camera

This camera has the amazing ability to capture images that can't be seen by ordinary people. When used by a person of considerable spiritual power, the camera can even depict a soul in a photograph. The camera was left by Miku's mother, but nobody knows where she obtained it. Many of its functions are no longer working.

Type-14 Film

Type-14 Film is very old and has low powers of spirit removal, perhaps because of its age.

Type-37 Film

Film used for snapshots. It has slightly higher powers of spirit removal than Type-14 film.

Herbal Medicine

It replenishes Miku's physical strength.

Spirit Stone

A stone with hidden power that enables the camera's Auxiliary Functions.

Abbreviations used in the game

-Prt. Protection
-Obj. Object
-Chara. Character

How to Play : Special Techniques

When you are stuck in the game

There is a possibility that you may have missed a hint necessary to move on. When a hint is nearby, the controller will vibrate and the filament will turn blue. Also, when Miku notices something while she's walking, she'll face that direction. Use these hints and try searching the mansion some more.

When you encounter a fast moving spirit

When you encounter a spirit that moves quickly or warps and is hard to keep track of, remember to watch the filament to discern the spirit's location and use the high-speed movement function of the finder (press the Square Button for quicker finder movement or the Triangle Button to quickly turn around) to track the spirit.

If you encounter a strong spirit

If you cannot defeat a spirit, use the camera's bonus functions. The camera has many sealed functions. Unlock these functions to enhance your skills in battle.

Staff Credits

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This game supports backup functionality. A Memory Card (8MB) (for PlayStation®2) (sold separately) is required in order to back up data.

During the save and/or load procedure, do not turn off the machine, nor remove/insert the memory card (8MB) (for PlayStation®2) (sold separately) or DUALSHOCK®2 analog controller.

Screenshots shown in this booklet may differ from those seen in the actual game.

TECMO, INC. PMB #5553 21213-B Hawthorne Blvd., Torrance, CA 90503 p (310) 944-5005 f (310) 944-3344

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